

Home Computing WEEKLY

AN APPLE COMPUTER PUBLICATION

No. 74
August 7-13, 1984

45p

FREE
competition

WIN

T-shirts
and games from
Intrigue
Software

Software
reviews for:
Spectrum, BBC,
Sord, TI, Electron,
Memotech

CBM 64
Two listings to
type in

Spectrum
Make a musical
masterpiece

Atari
Test your skill as a
rally driver

PLUS
U.S. Scene,
your letters,
software charts,
news....



Sinclair's summer giveaway

By a hot-to-blast summer wind, Sinclair Research is giving away 250 worth of software with every 48K Spectrum sold.

It was one of a series of announcements made to dealers.

The no software sales to be given away are *Chapered*, *Rob*, *Scrabble*, *Survival*, *Climb*, *Math-a-Chop* and *Heavy Gun* being.

Retail hardware manager Anne Byrne said: "We have chosen the best from our range. We are not — to most manufacturers have done — showing our stocks of old programs."

Sinclair is spending £1m advertising the no-pack offer, which ends in late October, and another £1m in the run up to Christmas.

The other announcements:

• For existing Spectrum owners, Sinclair is packaging a *Microdrive*, *Masterfile I* and *Command* on page 3

Software while you wait

New software could be in the shape boxes — by phone.

Hardware are being offered a computer which will load cassette, disc or cartridge from a hard disc containing 1,000 titles.

A central computer, based in Edinburgh, is to update by phone the range of stored programs as well as log sales for filling.

Program Express, which is importing the system from America, says John Meyers will have the installed from October.

The benefits, says Program Express, include saving costs on stock and manufacturing, and eliminating stockpiles.

However, each shop has to keep blank cassettes, discs and cartridge along with relay centre and any manuals the software may need.

The Software Machine costs £15 a week on a short-term lease, including service, and one *Command* on page 3

The Key To Success!

Now, with the new Stonechip Spectrum Keyboard, the user has no worry of damaging the Spectrum itself as improved designing enables it to fit the case perfectly.

Assembling the case is simple as it consists of two halves, the top half containing the keyboard, with a small printed circuit board, attached by ribbon cable, plugging into the side of the Spectrum. The lower half fits precisely around the Spectrum, thus preventing any risk of damaging through movement.

Your Sinclair guarantee need not be invalidated since the Spectrum does not require removal from its case.



THE MAIN FEATURES OF THE KEYBOARD ARE:

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Home Computing WEEKLY

THE JOURNEY

THE ADVENTURE
OUT SOON



REGULARS

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—programs for the BBC, and all highly rated	

HOME COMPUTING
WEEKLY
BRITAIN'S BRIGHTEST

PROGRAMS

Commodore 64	38
A bonus for 64 owners — two tests to type in. Map a game of Space Station and then test your geography	
Spectrum	39
A sophisticated music-making program for your teary. Compose a musical masterpiece the easy way	
Amstrad	39
Buy it only you can choose to our car rally game, so drive carefully and avoid the cars	
Readers we welcome your programs, articles and tips — see the proof in this issue for Quads	

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Spectrum Sprites 48K Spectrum £7.95

ISP Marketing, 116a Clarendon Road, Basingstoke, Hants

Studios of the music industry? Most software houses are putting out samples of hit tracks from their published programs. This is the Sprite Designer/Opening system which formed part of ISP's SCOPES II. There's a 16-bit point and fix drawing option, a facility to adjust lines to sprites 0 to 7, and a display mode showing actual son and rhythm patterns. A 32,768 baudy is offered and MPW starts the design program, leaving the opening letters alone BASIC.

However, from SCOPES II cross problems SAVE only

uses the sprites, and the opening screen for SCOPES II, this was captured in the main program so a disk's needed. Here, you must always have the Designer program present, so that the memory position of the opening screen is fixed. Code "SAVE" is used, and comes in addition to your program, if you have the expertise.

If, after running your program, you wish to alter them, it doesn't too't get to start loads again. A later re-programming will solve these problems. But the point is ISP should have done it, and the customer to use programs now coming in DV load!

instructions	60%
rate of use	50%
display	50%
value for money	30%

★★★★

Drum Kit 52K BBC £9.95

Quik-Labs, 10 Polverton Rd, Southampton, Hants SO4 1LL

Placing had an experience of music in rhythm synthesizers before I've been unable to make any comparisons, but I have been able to make a few personal comments about this set.

Drum Kit is so fast a fully programmable rhythm synthesizer with four changeable voices, the many tones, bass drum, the double bass and snare. The program comes with a 17 page manual which is comprehensive but unclear in places. If you follow the examples closely you should quite easily understand what is happening. It doesn't take long to grasp the basics, and after about half an hour you're composing your own rhythms freely, using the simple cursor

control system

You define the length of each bar and the number of bars in the rhythm into the display is shown as checks of 16 beats. Pressing the space bar will display the next page and the next 16 beats. A rhythm and volume can be saved.

My only comment is that the keyboard is a long draw and sometimes frustrating. Realise that the results are often satisfying and easily achieved. A welcome change to arcade games.

instructions	80%
rate of use	80%
display	100%
value for money	80%

★★★★

Cu' Bert TI-99/4A £6

Realtime Software, 85 Avenue Rd, Bedford, Cheshire

Having reviewed the Extended BASIC version of the game, Q Basic I was pleased to see the extension for the unextended TI.

The screen displays a portrait of color. You press a color code from the display only and press the space bar to change the color colour. The object is to complete the screen by changing all colors to the specified color.

Continually changing down the screen, however, it is what call a challenge with the later a life. There's also a Mark 100000 of transforming until into various objects that move in any direction and change back the colour of the cube's wrapper. The possession of a stack in Cu' Bert as its status for unpredictable in games.

Although the screen is not without interruptions for several years, it is continuously entered with a Red Note — just to become was to light, wouldn't you care it?

Overall, I found Cu' Bert to be just as much fun as Q Basic, but was surprised that the game was not the same. They weren't as much fun as I was, I would have preferred an option to no option.

instructions	80%
playability	70%
display	100%
value for money	80%

★★★★

Take your pick

Sift through this varied assortment of programs to find one which fits your needs. We've got a designer, drum kit and cube games

Breakpoint TI-99/4A £5

Simbert, 10 Alford Rd, Bedford, Cheshire

Have you lost this program in your TIT? It may never be the same again after an encounter with the extended test bug!

A Great board is displayed. Substantially one of its components fails. Your task is to guide your man towards the working component, to find a replacement, then install it in place of the faulty one. But we all know that where computers are involved, it's not that easy.

But a man the better long to get to go you and find the better test a bit if you're caught. Then there's the option app. These appear separately and much cover the screen. None of all set the start app. Unless the Q

key is pressed the screen stays dark, perfect no chance. If after several attempts there's a no solution "You're impossible, my dear!" (the Morte's your wish). There after you in random location usually just where you don't want to go.

Several projects make this as possible to play and watch. My only complaint is one power had to be abandoned because the full component could not be reached.

instructions	60%
playability	70%
display	80%
value for money	80%

★★★★

Screen Machine 48K Spectrum £8.95

ISP Marketing, 116a Clarendon Road, Basingstoke, Hants

Don't confuse this with Paul M. Pogue's program of the same title. With its many very screen change comparison, but has decided to be "different" showcasing the screen screen and drawing, featured by many being "different" seems to come down to being the same as BASIC.

There's lots of different screen "PRINT AT 10,10" and "LOC 100,10" and "LOC 100,10" screen for each other required to have the same layout.

ISP claims Screen Machine is "suitable for five year-olds". Can they read this manual?

There's some non-BASIC screen, like changing yourself into a paper without CLS, off-screen screen and filled screen to produce patterns. Filling which would be useful for, say, a text file related to work, going "Number out of Range" input. Automatic editing can be done by any character or graphic.

Two sets relate anything printed and change lines or eight times the screen line as well as fill 1000000 characters into the screen.

There are 50 rapid graphics, with a graphics screen which can be used to draw. Many manual examples don't work.

There are some designs on the market, with more filling.

instructions	60%
rate of use	50%
display	80%
value for money	80%

★★★

ANIROG

THE SWIFT

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ADVANCED PILOT TRAINER

FLIGHT PATH 737

For the pilot or wannabe Pilot Trainer. Written by a flight computer instructor and pilot, this is the first of its kind.

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COMMODORE
AMSTRAD
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CHARTBUSTERS

BRITAIN'S SOFTWARE CHARTS

by the ASP Market Research Group

ARCADE

- | | | |
|-------------------|-------------------|--------------|
| 1 Breakout | 20 Sold | 20M 64 70 |
| 2 Break Point | 20Sold | Spectrum 23 |
| 3 Action War | 20Sold | Spectrum 23 |
| 4 Tronster | Quickdisk | 20M 64 20 |
| 5 Jet Set Willy | Software Projects | Spectrum 44 |
| 6 Son of Mephisto | Atlix | 20M 64 20 |
| 7 Omega Race | Commodore | 20M 64 20 |
| 8 Myrddin March | Mastertronic | 20M 64 70 |
| 9 Frog | Amstrad | 20C 1 |
| 10 ABC-ABC | Ultimate | Spectrum 170 |

NON-ARCADE

- | | | |
|---------------------|-------------|-------------|
| 1 Asterix | Legend | 20M 64 21 |
| 2 Lord of Midnight | Beyond | Spectrum 23 |
| 3 Father Time | SPS | Spectrum 23 |
| 4 Muphy | M. House | Spectrum 23 |
| 5 King of the World | CDL | Spectrum 70 |
| 6 20M Night | 20Gold | 20M 64 21 |
| 7 Quasmodor | Commodore | 20M 64 20 |
| 8 The Informer | S. Shepherd | Spectrum 23 |
| 9 20M Adventure | Advent | 20C 1 |
| 10 20M Adventure | Commodore | 20M 64 20 |

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, PCS and Software Centre.

SPECTRUM

- | | |
|-------------------|--------|
| 1 Breakout | 20Sold |
| 2 Break Point | 20Sold |
| 3 Action War | 20C 1 |
| 4 Tronster | 20C 1 |
| 5 Jet Set Willy | 20C 1 |
| 6 Son of Mephisto | 20C 1 |
| 7 Omega Race | 20C 1 |
| 8 Myrddin March | 20C 1 |
| 9 Frog | 20C 1 |
| 10 ABC-ABC | 20C 1 |

COMMODORE 64

- | | |
|-------------------|--------|
| 1 Breakout | 20Sold |
| 2 Break Point | 20Sold |
| 3 Action War | 20C 1 |
| 4 Tronster | 20C 1 |
| 5 Jet Set Willy | 20C 1 |
| 6 Son of Mephisto | 20C 1 |
| 7 Omega Race | 20C 1 |
| 8 Myrddin March | 20C 1 |
| 9 Frog | 20C 1 |
| 10 ABC-ABC | 20C 1 |

DRAGON 32

- | | |
|-------------------|--------|
| 1 Breakout | 20Sold |
| 2 Break Point | 20Sold |
| 3 Action War | 20C 1 |
| 4 Tronster | 20C 1 |
| 5 Jet Set Willy | 20C 1 |
| 6 Son of Mephisto | 20C 1 |
| 7 Omega Race | 20C 1 |
| 8 Myrddin March | 20C 1 |
| 9 Frog | 20C 1 |
| 10 ABC-ABC | 20C 1 |

Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.

VIC-20

- | | |
|-------------------|--------|
| 1 Breakout | 20Sold |
| 2 Break Point | 20Sold |
| 3 Action War | 20C 1 |
| 4 Tronster | 20C 1 |
| 5 Jet Set Willy | 20C 1 |
| 6 Son of Mephisto | 20C 1 |
| 7 Omega Race | 20C 1 |
| 8 Myrddin March | 20C 1 |
| 9 Frog | 20C 1 |
| 10 ABC-ABC | 20C 1 |

BBC

- | | |
|-------------------|--------|
| 1 Breakout | 20Sold |
| 2 Break Point | 20Sold |
| 3 Action War | 20C 1 |
| 4 Tronster | 20C 1 |
| 5 Jet Set Willy | 20C 1 |
| 6 Son of Mephisto | 20C 1 |
| 7 Omega Race | 20C 1 |
| 8 Myrddin March | 20C 1 |
| 9 Frog | 20C 1 |
| 10 ABC-ABC | 20C 1 |

Z80

- | | |
|-------------------|--------|
| 1 Breakout | 20Sold |
| 2 Break Point | 20Sold |
| 3 Action War | 20C 1 |
| 4 Tronster | 20C 1 |
| 5 Jet Set Willy | 20C 1 |
| 6 Son of Mephisto | 20C 1 |
| 7 Omega Race | 20C 1 |
| 8 Myrddin March | 20C 1 |
| 9 Frog | 20C 1 |
| 10 ABC-ABC | 20C 1 |

**It loads Spectrums four times faster
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No.2

LATEST NEWS

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Computing

SECTION

QUICKSILVA

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3. Air Attack	— 48K Spec —	£9.95
4. Scroopies	— C64 64 —	£7.95
5. The Snowman	— 48K Spec —	£5.95
6. Mixed-Up	— 64K Spec —	£9.95
7. Gatecrasher	— 48K Spec —	£9.95
8. Sting 64	— C64 64 —	£7.95
9. Reptiles	— 48 Spec —	£9.95
10. Dreamtime	— 48K Spec —	£9.95
11. Racers	— C64 64 —	£7.95
12. Aquaplane	— C64 64 —	£7.95
13. Gatecrasher	— BBC B —	£9.95
14. Gatecrasher	— Electron —	£9.95
15. Nelson's Jay	— Disc/Micro —	£9.95
16. Mixed-Up	— Disc/Micro —	£9.95
17. Ubiquity	— C64 64 —	£14.95
18. Drive 'N'	— BBC B —	£14.95
19. Tornado	— 16c 25 —	£5.95
20. Quater Master	— C64 64 —	£7.95

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an Olympiad spectacular from
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Intrigue your friends with an Intrigue T-shirt.

We've got 10 in store ready to each of your prize winners — and there's 100-worth of great Intrigue games to win in this first prize.

Intrigue Software, run by Ian and Jon from Dorset and Steve Webb, launched in November and now has a range of graphics cards advantages for the TI-99/4A.

The theme of the 1989, the difference between a table from Intrigue's latest release, Atlantis.

No confusion, as Ian and Jon, who is the son of John Intrigue games. It costs £5 and runs on the standard TI-99/4A.

Another TI title, Soccer of Soccer, is also in store.

And, now Intrigue has a range of prize winners, the firm is launching its own Commodore 64 software. The first title, under development, is a new game which will be on sale in 1989 for Christmas.

Our first prize winner will receive from Intrigue a T-shirt bearing the firm's distinctive logo, plus one each of all Intrigue's games.

They are: Atlantis, Adventure, Soccer and Soccer of Soccer, all £5.95; Soccer and the Legend and Legend and the Soccer, both £7.95; and Atlantis, £5.95. Legend and the Legend and the Soccer and the Soccer and the Soccer are all £5.95.

The 14 runners-up will receive Intrigue T-shirts.

The prize will arrive from Intrigue within 28 days of the results appearing in Home Computing Weekly.

How to enter

Simply the two winners in there are a number of differences between

Intrigue T-shirts and software to be won

We're offering both software and T-shirts in this week's free-to-enter competition.

Then, make the difference on screen. It and read the various differences in an envelope. Your clearly the number of differences you found on the back of the envelope.

Post your entry to Intrigue Software, 1, Commodore Computing Works, No. 1, Golden Square, London W1A 3AF. Entries close at first post on Friday August 24, 1989.

You may enter as many times as you wish, but each entry must be on an original envelope — not a copy — and sealed in a separate envelope.

Important: please follow carefully the guidelines on entering — incorrect envelopes and names in envelopes with no numbers on the back envelope be considered. If you are a winner, the envelope will be used as a label to send your prize or other writing is essential.

The rules

Entries will not be accepted from members of Apple Specialist Editors only, Intrigue Software and various Publishers at home. This includes other computer magazines' readers and agents of the computer. The 14th or 15th edition from 1989 of the rules.

Intrigue Software Competition

Entry Coupon

Name

Address

post code

Number of differences found

T-shirt size (small, medium or large)

Complete clearly and fully on a separate sheet, this will go in a label. Put in envelope between Competition Rules (containing entry slip) and Intrigue Software Works Ltd. (1989) and post Friday August 24, 1989. Send original to the editor of the Home Computing Weekly, including writing the number of differences in the back of your envelope.



THIS IS THE BIG ONE! The 2nd Official Acom User Exhibition

OLYMPIA AUGUST 1984

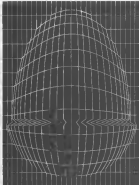
Thursday 1.8.84 - 8.00am - 5.00pm

Friday 2.8.84 - 8.00am - 5.00pm

Saturday 3.8.84 - 8.00am - 5.00pm

Sunday 5.8.84 - 8.00am - 5.00pm

There is a further 2.00 on Friday 16th
at the Manchester Institute.



BIG VALUE

The success story of Acom Computers, the BBC Micro and Electron a mirrored supply who have produced more and more hardware, software, supplies and services. And they'll all be at the exhibition - disk drives, plotters, printers, monitors, peripherals, books and magazines, all kinds of software - everything for the Acom owner.

And of course Acom will be there in force with all their latest developments and software.

There'll be special offers, competitions, advice centres and special events as well.

And all this for only £3.00 at the door, under sixteen £2.00. (Use the coupon to beat the queues and save £1.00)

BIG VENUE

Olympia 2 is the brand new exhibition centre next to the old Olympia. It's got everything, wide gangways, lots of space laid down and neat, plenty of catering areas.

Getting there is easy too. Bug at its own tube station, bus routes 9, 27, 28, 33, 48, 73 and 91 go right past the door, and there's car parking too!

BIG SUPPORT

Remember this is the Official Acom User Show, it's the most informative, prestigious and influential user show in the country. Whether you're a businessman, serious user or games enthusiast there's something for you.

For details of exhibition stands and advance ticket sales contact the organisers.

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IT'S IN THE AIR

WILL
YOU
CATCH
IT!



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Space Shuttle by Simon Eyre

In a distant future scenario experimenting on a planet's surface are taken captive by a super race that has the resemblance of a terrible goblin-ghost.

Every day one resource is allowed to walk in the planet's many tunnels to collect food.

While the scenario is in the tunnel your space shuttle can try to find and pick him up. You must, then return to the mother ship. Your task is made harder by rocks that hover above the planet blocking an immediate path to the landing bay.

Your controls are: X Left C Right F1 Stop F7 Thrust

Thrust can change the rocks away from you only when you travel downwards. You only have enough fuel to thrust five times.

Variables

40 score
L1 lives
F1 fuel
R15 moving rocks
R161 again behind rocks
R12 dimension of tunnel
R140 location of mother ship
R150 location of landing bay
R155 location of shuttle
R17 general loop variable

How to make

1-28 art variables
40-500 800000
100-220 more mathematics
150-240 dressed shuttle
240-270 thrust on
400-490 crash and lose a life
500-590 landing routine
700-720 return shuttle to mother ship
800-900 successful return routine
900-970 crash routine
1000-1010 more one row in code
1000-1020 define user defined graphics
1000-1030 DATA for user defined graphics

Soar into and sort out the cities



Listing 1 — Space Shuttle

```
1 GOSUB10000
2 POKES3272,20 POKES3288,0 POKES3281,0 PRINT"OK",
3 SC=0 LI=0 FU=5 RD=54277 HF=54276 LP=54272 Y=54296 SR=54278
7 RC=" "
10 HF=1948 RD=1864 SR=1185 BR=1864
20 PRINT"SELECT SKILL 1 UPWARDS ", INPUTSK:IFSK<1THENGOTO20
30 PRINT"OK", CL=54272
40 FORI=1864TO1948 POKEI,68 POKEI+CL,9 NEXT
50 FORI=1244TO2823 POKEI,62 POKEI+CL,9 NEXT
60 FORI=1105+SK ZX=INT(RND(1)*6883+1144
70 POKEX,68 POKEX+CL,INT(RND(1)*83+1) NEXT
80 POKERH,45 POKERH,35 POKERH+1,37 POKERH+2,38 POKERH+CL,8 POKERH+CL,12
90 POKERH+1+CL,5 POKERH+2+CL,8 POKERH,39 POKERH+CL,12 BR=1864
100 K=INT(RND(1)*200+1) BR=BR+K
110 POKERH,43 POKERH+1,44 POKERH+2,45 POKERH+48,39 POKERH+41,59
120 POKERH+42,59 POKERH+CL,2 POKERH+CL+1,2 POKERH+2+CL,2
130 POKERH+48+CL,7 POKERH+41+CL,11 POKERH+42+CL,3
132 FORI=1105
135 PRINT"score is ",
136 NEXTI PRINT"OK",
140 PRINT"SCORE=";SC,"LIVES=";LI,"FUEL=";FU
150 POKEV,15 POKERD,8 POKELF,8 POKEHF,189
160 POKERD,13 POKESR,8 POKELF,128 POKEHF,5 POKELF,255
170 POKEHF,17 POKELF,188 POKERD,32
180 IFPEEK(197)*4THENH30
185 GOTO230
190 RD=RD+1 SR=SR+1 IFRD+2=1185THENPOKERO,32 POKERO+1,32 SR=1185 RD=1864
```


Space...

Capital City Quiz by George Sykes

Arriving for geography class?
My program randomly asks
questions about capital cities
and is ready to changeable for
other subjects.

How it works

1-150 random and quiz scores
200-250 reads data and displays
correctness
260-268 if answer correct flash
screen and play tone
269-278 if answer incorrect,
display error
280-284 QW/TA
2850-2860 information on "fail"
input
2860-2870 subroutines for "con-
vert" input

Variables

Q1-Q1 questions and answer
strings
A length of answer strings
A addresses 1 from 40 divides by
2 to place Qs and As in pairs of
of scores
A QND longer for data reading
Qs (plays a tone from prompt)
A number of guesses
A sets of music to flash screen
TA read in sound routine for
trapping input

By altering the DATA, it
could be changed to, NO, a
history quiz (numbers, prime
numbers) or chemical symbols
and so on.

And if you change lines
250-300, it can be made into a
multiple choice quiz where only
one of the alternatives is
correct.

You could even make it more
frustrating by not displaying the
correct answer!

All the DATA lines have

been checked against the 1994
edition of Collins' Atlas of the
World.

How to convert

The only POKEs are
5140: SCREEN colour
5141: SCREEN colour
5410: start of sound chip
The sound routine could be
discovered from 2000-2005, as
could the flashing screen lines
400-500.

The data can be shortened
(lines 5140,230 are shared as
precision differences exist).

```

150 POKESH=1.32
260 POKEM=46 POKEN=36 POKEM+1.37 POKEN+2.39 POKEM+CL.8-POKEM+CL.7
210 POKEM+1+CL.5 POKEM+2+CL.8
220 POKESH=39 POKESH+CL.12 IFPEEK(197)C4THEH158
230 T=160-(50+1) POKEN=36 POKEM+1.37 POKEM+2.39
231 GO SUB 2000
235 POKEN+CL.8 POKEM+CL+1.9 POKEM+CL+2.8
240 FOR I=1 TO NEXT GO SUB 2000
250 SH+SH+40 POKESH=40.32
260 IFPEEK(197)=12THEHSH+SH+1 POKESH+1.32 GO TO 258
270 IFPEEK(197)=20THEHSH+SH+1 POKESH+1.32 GO TO 259
280 IFPEEK(197)=31THEHGO TO 260
290 IFPEEK(50+C32THEHGO TO 260
295 POKESH=39 POKESH+CL.12 GO TO 240
299 REM#THRUST ON#
300 POKESH=39 POKESH+CL.2
305 IFPU=0THEHGO TO 200
310 IFPEEK(SH+SH)=31THEHGO TO 258
315 IFPEEK(SH+SH)=52THEHGO TO 260
320 POKESH+40.40 POKESH+40+CL.2
330 POKEM=160 POKEM=2 POKEMF=17 POKEMF=37
340 POKEMF=120 FOR I=0 TO 15 STEP 5 POKEM=1
350 FOR T=1 TO NEXT I POKEMF=0 POKEM=2 POKEM=0 POKEMF=0 POKEMF=0
360 PU=PU+1 PRINT "SCORE=",SC,"*****LIVES=",LI,"*****FUEL=",FU
370 POKESH+40.32 GO TO 230
375 REM#CHECK MOVEMENT#
380 CR=PEEK(50)
390 IFCR=44THEHGO TO 2000

```

Enjoy a game of Space Shuttle
and then test your geography
in these two listings for the
Commodore 64

```

395 IFPOC>32THENGOTO400
399 REM#CRASH#
400 POKERD,198 POKESR,1 POKEHF,100 POKELF,120
410 POKELF,129 FORT=1500STEP-3 POKEV,1
420 POKESH,41 POKESH+CL,INT(RND(1)+50)+1
430 FORF=1TO50:SH=TR:POKESH,42 POKESH+CL,1
440 FORF=1TO50:SH=TR:POKELF,0 POKESR,0
450 POKELF,0 POKEHF,0 POKESR,0
460 LJ=LJ+1:IFI=0THENGOTO1000
470 IFINT%SCORE="",SC,"*****LIVES=",LI,"*****FUEL=",FU
480 POKESH,61 POKESH+CL,4 POKESH+40,46 POKESH+40+CL,1
490 IFPEEK(SH+32)<32THENGSH=SH+41 GOTO730
495 SH=SH+40 POKESH+40,32 FORF=1TO50 NEXT GOTO400
499 PSH=LOADIE#
500 SH=SH+5 SC=SC+1 FORV=1TO5 POKESH,39 POKESH+CL,V
510 POKERD,198 POKESR,1 POKEHF,17 POKELF,37
520 POKELF,39 FORI=1500STEP-3 POKEV,1 POKEHF,1+10 POKELF,10
530 FORT=1TO10 NEXTI,1 POKESR,0 POKERD,0 POKELF,0 J=45
540 NEXTJ FORF=1TO50:SH=SH+41STEP-1 J=J+1:IFI>47THENDJ=45
570 POKENH,J POKENH+CL,1 POKENH+1,32 POKENH+2,35 POKENH+2+CL,C
580 FORF=1,32 FORT=1TO20 NEXTT,1H POKENH,32 POKENH+2,32 H=SH+44
590 POKESH,43 POKESH+1,44 POKESR+2,45 POKESR+CL,2 POKESR+1+CL,18 POKESR+CL+2,2
600 POKENH,32 H=19+6 POKEV,15 POKERD,36 SH=SH+40
610 POKELF,21 POKESR,120 POKEHF+14,9 POKELF+14,9
620 FORI=1TO1000STEP600 POKEHF,INT(X/250)
630 POKELF,X-INT(X/250)*250
640 FORF=1TO10 NEXTF,X POKEHF+14,9 POKELF+14,9
650 POKEV,9 POKESR,0 POKELF,0 POKERD,0 POKESH,39 POKESH+CL,14
660 FORH=SH+45TO1943 POKENH,35 POKENH+CL,2 POKENH+1,32
670 FORT=1TO20 NEXTT,1H POKELF+43,32
680 PRINT%SCORE="",SC,"*****LIVES=",LI,"*****FUEL=",FU
690 POKESR,0 POKEHF,0 POKELF,0 POKESR,0 POKESR,0
695 PRINT%SCORE="",SC,"*****LIVES=",LI,"*****FUEL=",FU
699 RETURN TO SHIP#
700 POKEY,7 POKERD,198 POKESR,240 POKEHF,17 POKELF,37 POKELF,129
705 FORT=1TO250 NEXTT
710 SH=SH+40 POKESH+120,32 GOSUB2000
720 IFPEEK(197)>12THENGSH=SH+1 POKESH+41,32 POKESH+91,32 GOTO730
725 IFPEEK(197)>30THENGSH=SH+1 POKESH+39,32 POKESH+79,32 GOTO730
730 IFPEEK(SH)=37THENGOTO400
740 IFPEEK(SH)<32THENGOTO400
750 FORT=1TO50 NEXTT
760 POKESH,39 POKESH+CL,3 POKESH+40,40 POKESH+40+CL,9
770 GOTO710
790 REM#HOM#
800 POKESH,32 POKESH+40,32 SH=SH+41 POKESH,39 POKESH+CL,4
810 FORF=1TO1000STEP-1 POKENH,36 POKENH+1,37 POKENH+2,39
820 C=INT(RND(1)+13)+1 POKENH+CL,C POKENH+CL+1,C POKENH+CL+2,C
830 POKENH+3,32 POKENH+41,39 POKENH+CL+41,3
840 POKENH+CL+42,32 POKEV,15 POKERD,0 POKELF,0 POKEHF,100
850 POKESR,13 POKESR,0 POKELF,129 POKEHF,5 POKELF,255
860 POKELF,17 POKELF,120 FORT=1TO50 NEXTT,10
870 PRINT%AND AND AND : : : AND AND AND AND AND AND AND AND
871 PRINT%***** AND AND AND AND AND AND AND AND AND AND
872 PRINT% AND AND AND AND AND AND AND AND AND AND
873 PRINT% AND AND AND AND AND AND AND AND AND AND
874 PRINT% : : : AND AND AND AND AND AND AND AND AND AND
880 PRINT%WELLTHE SURVIVOR YOU JUST SAYED WISHES TO*
885 PRINT%WELLTHANK YOU FOR RESCUING HIM I BUT I!!
890 PRINT%WELLTELLS YOU OF MORE STRANDED REM .. CAN*
900 PRINT%WELLYOU SAVE THEM TOO ? DO YOU WISH TO*
910 PRINT%WELLGUESSY THIS ? ENTER Y OR N*
920 GETA:IFA="Y"THENPRINT%37,SH=SH+41 GOTO730
930 IFA="H"THENPRINT%37,END

```

PROGRAMS

[illegible][illegible]

```

1 REM+++CAPITAL CITY QUIZ+++
2 REM++GEO. B. SYKES+H.A. EVRETT
3 REM+++++MAY 1981+++++
4 DIMS=60, 64:60
5 DO UNTIL% EXCEEDED% OF MONITOR%

```

```

20 PRINTSPC(11)*"XXXXXXXX"
30 PRINTSPC(11)*" "
40 PRINTSPC(11)*" "
50 PRINTSPC(11)*" "
60 PRINTSPC(11)*" "
70 PRINTSPC(11)*" "
80 PRINTSPC(11)*" "
90 PRINTSPC(11)*" "
100 PRINTSPC(11)*" "
110 PRINTSPC(11)*" "
120 PRINTSPC(11)*" "
130 FORI=1TO3888 NEXT
140 POKES3281,7 POKES3290,0
150 FORI=1TO10000 NEXT
200 FORI=1TO500
210 PERM=K,Back
220 NEXT
230 S=INT(RND*9)+60+1 REM RESEEDS RND GENERATOR
240 X=INT(RND*3)+40+1
250 PRINT"XXXXXXXXXXXXXXXXXXXXWHAT IS THE CAPITAL"
260 PRINTSPC(15)*"XXXX"
270 L=LEN(RND*2)
280 S=INT((40-L)/2) REM CENTRES QUESTION DISPLAY
290 PRINT "SPACES"
300 INPUT"XXXXXXXXXXXXXXXXXXXX",A
310 IFPERM=1/2 THEN400
320 IF2=3 THEN500
330 Z=Z+1 PRINT"XXXXXXXXXXXXXXXXXXXXWRONG!-TRY AGAIN!" GOSUB3000
340 REM*****TRY FLASHING SCREEN****
400 F=0
500 POKES3286,7 POKES3281,0
510 PRINT" " PRINTSPC(11)*"XXXXXXXXXXXXXXXXXXXXXXXXXXXX"
520 PRINT" "
530 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
540 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
550 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
560 PRINTSPC(11)*"XXXXXXXXXXXXXXXXXXXXXXXXXXXX"
570 POKES3290,0 POKES3281,7 GOSUB3000 F=F+1 IF3=3 THEN500
580 PERM=1+4*CS,DOWN: (15*CS,RIGHT) : (CTR,43)+4
590 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
600 PERM=2+4*CS,DOWN: (15*CS,RIGHT) : (CTR,47)
610 INPUT"XXXXXXXXXXXXXXXXXXXXY/N?",C
620 IF C="Y" THEN100
630 IF C="N" THEN END
640 IF C="Y" THEN100
650 PERM=CL3: (11*CS,RIGHT) : (7*CS,DOWN)+4
660 GOSUB3000 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
670 PERM=1+4*CS,DOWN: (14*CS,RIGHT)+4
680 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
690 L=LEN(CS*2)
700 S=INT((34-L)/2) REM CENTRES ANSWER DISPLAY
710 PRINTSPC(15)*"XXXXXXXX"
720 FORI=1TO3888 NEXT PRINT" " GOTO310
1000 DATA"FRANCE","PARIS","ENGLAND","LONDON","VENEZUELA","CARACAS"
1010 DATA"SWITZERLAND","BERNE","SWEDEN","STOCKHOLM","TURKEY","ANKARA"
1020 DATA"USA","WASHINGTON","U.S.S.R","MOSCOW","SPAIN","MADRID"
1030 DATA"PERU","LIMA","HAWAII","HONOLULU","RUSSIA","MOSCOW"
1040 DATA"INDIA","MUMBAI","MOROCCO","RABAT","MALTA","VALETTA"
1050 DATA"ALBANIA","TIRANA","ITALY","ROME","BELGIUM","BRUSSELS"
1060 DATA"ARGENTINA","BUENOS AIRES","AUSTRIA","VIENNA","BURMA","RANGOON"
1070 DATA"GERMANY","COLOGNE","CYPRUS","NICOSIA"
1080 DATA"CZECHOSLOVAKIA","PRAGUE","AFGHANISTAN","KABUL"
1090 DATA"ANTIGUA","ST. JOHN","SELTIZE","BENHAFRI","CAYMAN IS.", "GEORGETOWN"
1100 DATA"CHRISTMAS ISL.", "FLYING FISH COVE"
1110 DATA"ALBANIA","TIRANE","AUSTRALIA","CANBERRA","THE BAHAMAS","NASSAU"
1120 DATA"ENGLAND","LONDON","SPAIN","MADRID","ANTIGUA","ST. JOHN"

```

```

1138 DATA"MEXICO", "MEXICO CITY", "MEXICOQUE", "MEXICO", "MEXICO", "MEXICO"
1140 DATA"OTOMIA", "LISBON", "SUDAN", "MAY TOWN", "SYRIA", "DAMASCUS"
1150 DATA"YUGOSLAVIA", "BELGRADE", "POLAND", "WARSAW", "L. TECHNOSTEIN", "MADRID"
1178 DATA"KENYA", "NAIROBI", "JORDAN", "AMMAN", "LAUFUCHER", "MADRID-PEH"
1188 DATA"ARABIA", "JERUSALEM", "ISRAEL", "JERUSALEM", "INDIA", "NEW DELHI"
1198 DATA"HAAGUE", "BUDPEST", "GERMANY", "BOEN", "GERMANY", "C. BERLIN"
1200 DATA"VIETNAM", "HANOI", "SAUDI ARABIA", "RIYADH", "EGYPT", "CAIRO"
1210 DATA"CUBA", "HAVANA", "NEW ZEALAND", "WELLINGTON"
1220 REM*****SOUND ROUTINE FOR "FAIL"****
2000 G=54272
2010 FORL=STOS+24 FOR EL=0 NEXT
2020 FOR ES+5.9 FOR ES+C.8
2030 FOR ES+24.15
2040 FOR ES+1.10 FOR ES.10
2050 FOR ES+4.129
2060 FORL=1TO250 NEXT RETURN
2210 REM*****SOUND ROUTINE FOR "CORRECT"***
3000 TN=0
3010 T=54272 IF TN=0 THEN GOTO 3020
3020 FORL=STOS+24 FOR EL=0 NEXT
3030 FOR ES+5.9 FOR ES+C.8
3040 FOR ES+24.15
3050 FOR ES+1.40+TN
3060 FOR ES+4.33
3070 FORL=1TO250 NEXT
3080 TN=TN+20 GOTO3010
3090 RETURN

```

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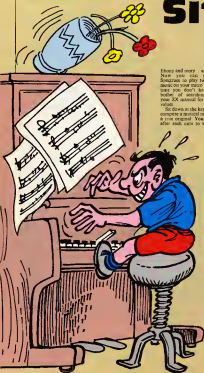
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Sitting the c



There's and more, and all that. Now you can use your Spectrum to play tunes, make music on your music — and the one you don't have all the bother of searching through your ZX material for the BASIC version.

So down to the keyboard and compose a musical masterpiece, a true original. You can pause after each note so you can check

the values of your work, and highlight the key you pressed. Look in the section *Change specifications of the keyboard*.

Your options are any note from eight octaves, variable note length, and if you haven't quite got the hang of composing yet you can delay a note to the whole note, if it's a *diapason*.

This is a sophisticated program, which starts the change, then and then.

How it works

00-09 on variables, on map look and change note name to 7
00-110 from keyboard
000-050 from instructions
060-060 check for approx. 00000 of note pressed
060-060 add note and length value to AS for playback
060-060 change pitch
060-060 change note length
060-060 delay note
070-070 play note
080-080 delay note from AS

Variables

AS data for note
N0 last note pressed
R0 data for last note
L note length
T time to F00...NEXT
P pitch
AS, N0 used in playback

Convention

The sound and map handling commands are different in the Spectrum from those used in most other computers, so you should note the differences. Here is a list of some of the commands used.

00000 duration (to seconds, pitch)
01000 convert numbers into strings
02000 AS returns the length of 001
N0 opposite of 01000, convert strings back to numbers
P000, L0000 no pitch lock
P000, L0000 no pitch lock
P000, L0000 no pitch lock
P000, L0000 no pitch lock

Although the program doesn't keep track of 000 to 000, it can be only slightly and can be quickly changed by adding the previous line.

at my piano other day...

```

10 LET M="M": LET R=""
20 BORDER 7: PAPER 7: INK 0: OLD : PORE 23456,8: PORE 23457,256: LET L=.2: LET
P=0
30 FOR I=31 TO 248 STEP 24
40 PLOT I,20: DRAW 0,32
50 NEXT I
60 PLOT 32,20: DRAW 171,0: DRAW 0,32: DRAW -171,0
70 PRINT AT 17,4: OVER 1: " C D E F G A B C"
80 PRINT AT 19,4: OVER 1: " A S D F G H J K"
90 PRINT AT 13,4: " ■ ■ ■" OVER 1: " ■ OVER 0: "■ ■ ■": OVER 1: "
"
OVER 0: "■"
100 PRINT AT 13,4: " ■ ■ ■" OVER 1: " ■ OVER 0: "■ ■ ■": OVER 1: "
"
OVER 0: "■"
110 PRINT AT 14,4: " M E": OVER 1: " ■ OVER 0: "T Y U": OVER 1: "
"
OVER 0: "I"
120 PRINT AT 0,0: " RUSCHNER",AT 1,0: INK 1: " R.D. LANFORD 1
999"
130 PRINT : PRINT " P.....PLAY TUNE": PRINT " 1-3.....CHANGE LE
MITH": PRINT " 4-7.....CHANGE PITCH": PRINT " 8.....DELETE NOTE":
PRINT " 9.....DELETE TUNE"
140 PRINT " R.....PAUSE"
150 PRINT AT 21,0: INK 1: " NOTE LENGTH="L:" PITCH="P/12: " (AT 11,0: "
LAST NOTE PLAYED="NR:"
160 IF INKEY=" " THEN GO TO 140
170 IF INKEY="P" THEN GO TO 470
180 IF INKEY="M" THEN PRINT AT 21,0: INK 2: " PAUSE: " GO TO 350
DEEP L,-40: LET A=149-P: PRINT AT 21,0: "
190 IF INKEY="1" OR INKEY="2" OR INKEY="4" OR INKEY="7" THEN GO TO 350
200 IF INKEY="A" THEN LET M="C": PRINT AT 10,0: PAPER 1: INK 7: BRIGHT 1: "A"
DEEP L,0-P: LET A=0: PRINT AT 10,0: INK 7: PAPER 0: BRIGHT 0: "A": GO TO 350
210 IF INKEY="B" THEN LET M="D": PRINT AT 10,0: PAPER 1: INK 7: BRIGHT 1: "B"
DEEP L,2-P: LET A=2: PRINT AT 10,0: INK 7: PAPER 0: BRIGHT 0: "B": GO TO 350
220 IF INKEY="D" THEN LET M="E": PRINT AT 10,1: INK 7: PAPER 1: BRIGHT 1: "D"
DEEP L,4-P: LET A=4: PRINT AT 10,1: INK 7: PAPER 0: BRIGHT 0: "D": GO TO 350
230 IF INKEY="F" THEN LET M="F": PRINT AT 10,14: INK 7: PAPER 1: BRIGHT 1: "F"
DEEP L,0-P: LET A=0: PRINT AT 10,14: INK 7: PAPER 0: BRIGHT 0: "F": GO TO 350
240 IF INKEY="G" THEN LET M="G": PRINT AT 10,17: INK 7: PAPER 1: BRIGHT 1: "G"
DEEP L,7-P: LET A=7: PRINT AT 10,17: INK 7: PAPER 0: BRIGHT 0: "G": GO TO 350
250 IF INKEY="H" THEN LET M="A": PRINT AT 10,20: INK 7: PAPER 1: BRIGHT 1: "H"
DEEP L,9-P: LET A=9: PRINT AT 10,20: INK 7: PAPER 0: BRIGHT 0: "H": GO TO 350
260 IF INKEY="J" THEN LET M="B": PRINT AT 10,23: INK 7: PAPER 1: BRIGHT 1: "J"
DEEP L,11-P: LET A=11: PRINT AT 10,23: INK 7: PAPER 0: BRIGHT 0: "J": GO TO 350
270 IF INKEY="K" THEN LET M="C": PRINT AT 10,24: INK 7: PAPER 1: BRIGHT 1: "K"
DEEP L,12-P: LET A=12: PRINT AT 10,24: INK 7: PAPER 0: BRIGHT 0: "K": GO TO 350
280 IF INKEY="M" THEN LET M="D": PRINT AT 14,4: PAPER 1: INK 7: BRIGHT 1: "M"
DEEP L,14-P: LET A=14: PRINT AT 14,4: INK 7: PAPER 0: BRIGHT 0: "M": GO TO 350
290 IF INKEY="N" THEN LET M="E": PRINT AT 14,7: INK 7: PAPER 1: BRIGHT 1: "N"
DEEP L,15-P: LET A=15: PRINT AT 14,7: INK 7: PAPER 0: BRIGHT 0: "N": GO TO 350

```

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HUBBARD, R. D. 1964. *Journal of the Royal Society of New Zealand* 94: 1-10.

[illegible]

LOST NOTE PLAYED

000	4
000	7
001	
11	11
000	12
11	14
001	
001	15

NOTE LENGTH=0.2 PITCH=1

```

320 IF INKEY="T" THEN LET AN="P": PRINT AT 14,10: INK 7: PAPER 1: BRIGHT 1:
T: BEEP L,4+F: LET A=: PRINT AT 14,10: INK 7: PAPER 0: BRIGHT 0: T: GO TO 330
310 IF INKEY="Y" THEN LET AN="G": PRINT AT 14,10: INK 7: PAPER 1: BRIGHT 1:
Y: BEEP L,4+F: LET A=: PRINT AT 14,10: INK 7: PAPER 0: BRIGHT 0: Y: GO TO 330
320 IF INKEY="U" THEN LET AN="B": PRINT AT 14,21: INK 7: PAPER 1: BRIGHT 1:
U: BEEP L,10+F: LET A=10: PRINT AT 14,21: INK 7: PAPER 0: BRIGHT 0: U: GO TO 3
30
330 IF INKEY="I" THEN LET AN="D": PRINT AT 14,27: INK 7: PAPER 1: BRIGHT 1:
I: BEEP L,13+F: LET A=13: PRINT AT 14,27: INK 7: PAPER 0: BRIGHT 0: I: GO TO 3
30
340 GO TO 3Y0
350 LET B=STEP L: LET A=A+B
360 LET B=STEP 15+F: IF LEN B=1 THEN LET B=B+" "
370 IF LEN B=2 THEN LET B=B+" "
380 LET A=A+B
390 IF INKEY="7" AND P=13 THEN LET P=P+12: BEEP .2,40
400 IF INKEY="4" AND P=30 THEN LET P=P-12: BEEP .2,40
410 REM DISPLAY
420 IF INKEY="1" AND L=.1 THEN LET L=L-.1: BEEP .2,40
430 IF INKEY="2" AND L=.1 THEN LET L=L+.1: BEEP .2,40
440 IF INKEY="0" AND LEN A=3 THEN PRINT AT 21,0: INK 2: "
NOTE DELETE
DE " : LET A=A+1: TO LEN A=43: BEEP .4,-30: PRINT AT 21,0: "
=
450 IF INKEY="8" THEN GO TO 410
460 GO TO 100
470 IF A="" THEN PRINT AT 21,0: INK 3: " THERE IS NO TIME IN MEMORY " : FOR
T=1 TO 99: BEEP .01,-20: BEEP .01,-99: NEXT T: PRINT AT 21,0: "
": GO TO 100
480 CLS : PRINT : PRINT INK 1: " SO YOU WANT THE TIME TO PAUSE
AFTER EACH
NOTE 17/NO ?
"
490 BEEP .1,0: BEEP .1,5: BEEP .1,9: BEEP .2,12: BEEP .1,7: BEEP .3,12
500 LET P=INKEY
510 IF P<"Y" AND P>"N" THEN GO TO 500
520 BEEP .2,40: CLS
530 FOR T=1 TO LEN A: STEP 4
540 LET Z=A+T TO T+21
550 LET X=A+T+3 TO T+51
560 BEEP VAL Z,VAL X
570 PRINT AT 21,0: "LENTH":Z: " NOTE":X: "
580 IF P="Y" THEN PAUSE 0
590 NEXT T
600 CLS : GO TO 30
610 INPUT "ARE YOU SURE " : LINE D=1: IF D="Y" THEN INK 2: LET A="": CLS : PR
NT AT 4,0: "
TIME SELECTED": FOR T=1 TO 30: BEEP .01,0: BEEP .01,-10: NEX
T T: LET H="0": INK 0: CLS : GO TO 30
620 GO TO 100

```

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```

31,15
470 DATA 30,15,30,16,29,16,29,17,20,17,20,18,27,18,26,1
0,25,18,24,18,23,18,22,18,21,18,20,18,19,18,18,17,18
480 DATA 16,18,15,18,14,18,13,18,12,18,11,18,18,18,9,18
,0,18,7,18,6,18,5,18,4,18,3,18,3,17,3,16,3,15,4,15,5,15
490 DATA 6,15,7,15,7,16,8,16,9,16,10,16,11,16,12,16,13,
14,13,15,13,14,13,13,13,12,13,11,12,11,11,11,10,11,9,11
500 DATA 8,11,7,11,6,11,5,11,5,12,5,13,4,13,3,13,3,12,3
,11,3,10,2,10,3,9,2,9,3,8,2,8
510 POSITION 8,8:?" RALLY BY L.STAVEL
Y " :REM SPACES AND LETTERS IN INVERSE
520 POSITION 8,22:?"
" :REM 48 INVERSE SPACES
530 REM MAIN GAME LOOP
540 POSITION W,E:?" "
550 IF PEEK(1764)=6 THEN E=E-1
560 IF PEEK(1764)=30 THEN E=E+1
570 IF PEEK(1764)=23 THEN W=W-1
580 IF PEEK(1764)=22 THEN W=W+1
590 IF PEEK(1764)=255 THEN SOUND 8,144,4,5
600 IF PEEK(1764)<0:GOS THEN SOUND 8,200,6,5
610 IF PEEK(1764)<0:GOS THEN SC=SC+1
620 IF PEEK(1764)<0:GOS THEN SC=SC+1
630 IF SC>HI THEN HI=SC
640 POSITION 4,22:?"SCORE:";SC;
650 POSITION 24,22:?"HI-SCORE:";HI;
660 LOCATE W,E,TRF
670 IF TRF=ASC("X") THEN 740
680 REM ALL LETTERS INSIDE "" INVERSED
690 IF TRF=ASC("F") OR TRF=ASC("I") OR TRF=ASC("M")
OR TRF=ASC("S") OR TRF=ASC("N") THEN 820
700 IF TRF=ASC("S") OR TRF=ASC("T") OR TRF=ASC("A")
OR TRF=ASC("V") OR TRF=ASC("7") THEN 740
710 POSITION W,E:?"CHR(ASC("F")+128)
720 FOR T=0 TO DIFF*5:NEXT T
730 GOTO 530
740 FOR T=0 TO 255:SOUND 8,T,18,18:NEXT T:SOUND 8,8,8,0
750 ? "GAME OVER"
760 ? "ANOTHER GAME Y/N"
770 POKE 764,255
780 INPUT A$
790 IF A$="Y" THEN W=3:E=3:GOTO 250

```

on a collision rse



You're only got one chance to
live in this rally by Lawrence
Stavelley. So drive carefully
and avoid the trees.

```

000 IF A$="N" THEN GRAPHICS 0:POKE 82,2:END
010 IF A$<>"N" THEN 740
020 ? "CONGRATULATIONS"
030 FOR T=0 TO 255: SOUND 0,T,10,10:NEXT T:FOR T=255 TO
0 STEP -1: SOUND 0,T,10,10:NEXT T:FOR T=0 TO 255: SOUND 0
,T,10,10:NEXT T
040 SOUND 0,0,0,0
050 ? "YOU FINISHED THE RALLY"
060 ? "ANOTHER GAME Y/N"
070 POKE 764,255
080 INPUT A$
090 IF A$="Y" THEN W=3:B=3:GOTO 130
100 IF A$="N" THEN GRAPHICS 0:POKE 82,2:END
110 IF A$<>"N" THEN 020
120 PRINT "3:SETCOLOR 2,0,0:ODDS 1200:"? "INPUT DIFFIC
ULTY LEVEL (1-5) "
130 ? 1? "1.....HARDEST"
140 ? 2? "2.....HARD"
150 ? 3? "3.....MODERATE"
160 ? 4? "4.....FAIRLY EASY"
170 ? 5? "5.....EASY"
180 ?
190 INPUT DIFF
2000 IF DIFF<1 OR DIFF>5 THEN 920
210 POKE 82,0:POKE 764,255:RETURN
220 REM REDIFINE CHARACTERS
230 CH=(PEEK(106)-8)*256
240 CHRS=(PEEK(756)-256)
250 FOR I=0 TO 311
260 POKE CH+I,PEEK(CHRS+I)
270 NEXT I
280 RESTORE 1130
290 FOR J=0 TO 7
300 READ CHR
310 POKE CH+(ASC("3")-32)*8+J,CHR
320 NEXT J
330 DATA 24,24,24,255,255,24,24,24
340 RESTORE 1190
350 FOR J=0 TO 7
360 READ CHR
370 POKE CH+(ASC("3")-32)*8+J,CHR
380 NEXT J
390 DATA 0,24,60,126,126,24,24,0
400 POKE 756,CH/256
410 RETURN
420 POKE 752,1:POKE 82,0: ? 1? "          R A L L
Y "
430 ? "          BY LAWRENCE STAVELEY"
440 ? "          FEBRUARY 1984"
450 ?
460 ? "IN THIS GAME YOU ARE A DRIVER OF A CAR"
470 ? "(4) AND HAVE TO STEER YOUR WAY ",CHR 0 IN INVER
SE
480 ? "AROUND THE COURSE AVOIDING THE TREES      (2). "
490 ?
500 ? "HERE ARE YOUR KEYS:-"
510 ?
520 ? "SPACE.....BRAKE"
530 ?

```

```

1340 ? "Z.....LEFT"
1350 ?
1360 ? "X.....RIGHT"
1370 ?
1380 ? "4.....UP"
1390 ?
1400 ? "7.....DOWN"
1410 ?
1420 ? "GOOD LUCK :)))"
1430 POSITION 20,16: ? "PRESS ANY KEY";
1440 FOR J=0 TO 25:NEXT J
1450 POSITION 20,16: ? "PRESS ANY KEY";
1460 REM PRESS ANY KEY ON LINE 1450
      IN INVERSE
1470 FOR J=0 TO 25:NEXT J
1480 IF POS(764)=255 THEN 1430
1490 ? "3)"
1500 POKE 764,255
1510 RETURN
    
```



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Advent	1.99	100	2.99
Advent	1.99	100	2.99
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Advent	1.99	100	2.99
Advent	1.99	100	2.99
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EQJ

Wordgram \$2K BBC £7.95

2000 Software, 58 Marlbrook Rd, Macclesfield, Cheshire SK10 4PP

The second aim of the program is to teach the principal parts of speech in a practical way.

In fact, it is a fairly exciting program in which you learn your nouns from the rhymes word means different and when choosing a type of word, e.g. verb, you are offered alternative verbs from which to select the one for your story.

It covers the following parts of speech, nouns, adjectives, pronouns, prepositions, verbs, adverbs and conjunctions. It also has two levels of difficulty which change the complexity of the words offered.

The idea is that you learn each word being described in a story which follows a you can the correct rule in level 1. The program is based on a good teacher who used to spend hours to learn a good understanding of the structure of English that say the old primary with which you may be more familiar. The words you choose are not however, checked in any real way and if you choose you can write complete sentences say the children was good and the with the program. Deposit the children will find the value interesting to say for free. B.C.

instructions	95%
size of the program	95%
value for money	95%

★★★★★

Frac Attack \$2K BBC £6.75

Sharks, 148 Port Rd, Bford, Essex IG1 2LQ

There is no doubt that if you want money for money at your school Maths! Fractions are very hard to give a. This is the best I have seen now and they seem to get even better each time.

The subject of this package is fractions but it doesn't consist just and just with a number of levels — there are six games, all very different. Despite this, they are all contained within one main program so there is no more loading time.

This program was Shady Beaches, Fife, Arbroath, Move it

Let's, from up. Strong Arms and Strong. What? They cover, and well surprisingly, the rules of fractions simplification and the changing of denominators but don't deal with addition or subtraction of fractions.

This is probably reasonable and the various graphics and sound will really motivate the kids if you take the program in small bits. While the program won't teach the concepts it will certainly motivate children to get plenty of practice. B.C.

instructions	95%
size of the program	95%
value for money	95%

★★★★★

Chemical Simulations \$3K BBC £13.80

Amersham, 48 Market Hill, Croydon CR9 1JU

Three A-Level chemistry programs designed to be used in the same way as the company's Chemical Analysis Test Unit program. It, deals with selected experiments which I found was not in my A-level syllabus, and was difficult to understand and follow.

The booklet, usually very good, was quite flawed, in so far as it did look important. A quick at a specimen of a sample doesn't correspond to show, from time there is, from the number of various ways which compared one molecule.

PH curves say, to show acid, by using different lines, which varying degree of acidity. A short list is followed by one on the mechanism of titration curves where you must consider errors in glass measurement. A calculation of the pH of solutions employing a good graph to avoid line for line system follows. A very good program that it would highly rate.

Original displays a list of 10 organic compounds covering a range of functional groups. There is a list of questions that may be asked by the student. A good program. B.C.

instructions	95%
size of the program	95%
value for money	95%

★★★★★

Top of the class

Our hard-to-please reviewers gave these computer tutors a pat on the head. Read on to find out why they rate them highly

Readright \$3K BBC £9.95

David Software, 58 Marlbrook Rd, Macclesfield, Cheshire SK10 4PP

Unlike many educational offerings we are nowdays, the package provides a real and extended range of options which you can use. It is aimed for children who are at their developing stage or as a range of segments levels.

The program is for the children at the early and intermediate stages of learning to read and it covers to help it out. This is a very good and helpful method to learn. It also encourages

phonics in the program will help the words into their context phonics for your child to learn to.

It needs to be emphasized however that this will only help at your child if the reading method used in the school and should not be read without explanation.

The book feature in the program, program, or not, which should be used before using the others and will address you in which of the seven levels program to use and even which of the levels to try. A later manual explanation would have been a thought. B.C.

instructions	95%
size of the program	95%
value for money	95%

★★★★★

Mothskills I \$2K BBC £11.95

Griffin, 15 King Rd, Altrincham, Warrington, M26 1RU

This package is aimed at the 10-12 14-year old who is preparing for the O-Level or CSE mathematics examination. It is a teaching package which, it is claimed, will help you in these mathematics. This I don't find to be fully true.

What a package such as this will do is give you practice and develop skill in following the type of questions outlined by the method proposed. This is not the same as learning mathematics and can only be described as a part of the whole. The package covers many mathematics, long division, highest common factor, lowest common multiple and fraction mathematics.

The approach is fair, with a varied example being followed by questions for you to answer. In some cases there is a help facility, in others there is a step-by-step thinking of answers, in others you are required to get the wrong method fixed at your mind. Having said all this, the program is so more interesting than having a self-correcting textbook. While this may be helpful in some, it does nothing to ensure the slow or reluctant learner. B.C.

instructions	95%
size of the program	95%
value for money	95%

★★★★★

SABRE WULF



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48K SINCLAIR ZA SPECTRUM
£9.95

Learning boom for software

Here's a software marketing tidbit: Last year there wasn't one, and this year it is a juggernaut. Any parent? I'm talking about the educational software market (p. 24).

Most computer readers consider that educational programs now account for up to 30 percent of total sales. At the start of last year, the total educational software market was estimated to be around two per cent. That's just for the year's growth.

The reasons for this rapid growth are the pronounced increase in the number of computers now in U.S. homes and schools, national advertising programs used by computer manufacturers which feature children learning with computer assistance and the better selection of quality programs. The market that educational software companies may only talking about two years ago is rapidly turning into a significant portion of the total market.

Some of the leading makers of educational software include Spinnaker and RMC. A couple of reasons why the products of these companies sell as well as that, aside from being well packaged and useful, the programs are fun to use and low in price. Parents don't appear to want to buy programs which aren't fun and are unwilling to spend \$49 and up for software to run on a computer that may have cost less than \$100.

One large gap that still remains is for programs made for children in high school (ages 13-17). Most of the programs available are based on some sort of drill theme, mostly aimed at children in the primary grades. Although there are a few programs designed for use by those preparing for the Scholastic Achievement Test (SAT), a college entrance exam, most parents, though, are unwilling to spend \$49 on this program that may only be used once or twice. According to recent market analysis, growing consumer interest, school district interest, and new programming techniques all look to lead to the expansion of strong growth in the educational market in the near future.

If you can't wait to jump on the microfloppy bandwagon, Amdek has the answer for you. The AMDC-1 and 11 are three-inch drive systems that will work to provide MSX 16 or 160KTD of formatted storage capability. Interfacing is a breeze in both microfloppy drives have built-in intelligent controllers which are fully compatible with the Atari line, using the DOS/MX operating system. Suggested retail price: \$199 for the AMDC-1 and \$249 for the AMDC-11. You should be able to get details on these units from your local Atari or Amdek dealer.

A new word processor, introduced by Precision-Wall, called SoftWriter II also contains a communications program and is being touted as a very powerful low cost package. The program comes packaged in a 5.25-inch cartridge designed to be plugged into such machines as the Commodore 64, PCjr, and Atari computer. The unit also has a 64K ROM and is very easy to use, fast, and versatile. In addition to the usual word processing features, it adds a Capture function which saves the computer into a "buffer" terminal capable of its extensive information from any other computer and is able that information on either cassette or disc or even just directly into a document being edited by the word processor.

Because of this type of communications option, this program could be a new addition to what one and itself be exported from its main program. Ben Shaw, author of the program and president of Shogun in Lafayette, Massachusetts, apparently has had quite a lot of experience in operating a lot of retail into a small store in order to run on smaller computers. For example,

the original word processor on which SoftWriter II is based, was designed to be loaded in only 1K words a 60K chip in the Epson MX-20 impact computer.

Ben also has experience working for Wang, maker of dedicated word processors. Expect SoftWriter to become available later in the year, probably around October or so. For \$169.95, it should be well worth the wait.

James, of Salt Lake City, Utah, has introduced a model ThinPrint 80 printer, a high performance full page printer which uses thermal printing techniques and runs on rechargeable batteries. It weighs about four pounds and is quite compact in size, being able to fit comfortably inside two than half of an average size briefcase.

Features include 48 characters per second, bidirectional printing capability, a 7K buffer, 80 or 144 characters per line, serial or parallel interfacing, and full script rather single sheet feed or continuous roll feed. The firm claims that the graphics resolution of the ThinPrint 80 is the highest offered by a factory operated unit. It will produce resolution of 960 by 7 dots per inch which can be used to produce graphs, charts, and pictures of journalistic quality. At \$169 for a mere 1279. This price includes a set of rechargeable batteries, an A/C (mains) adapter, and an 80 page roll of paper.

Even software manufacturers which have made their reputation for high quality games have also been getting their feet wet in the "serious" marketplace. A good example of this is Broderbund, whose Black Street Writer is doing very well indeed. It is designed to be a low cost entry in the home machine oriented word processor. Another good example is the Synapse company, also a top games publisher. It has just recently come out with a program called Palan, which is designed to help users learn their three lines and be able to learn how to make it easier. And when you live here in California, nothing is more serious than that!

Source: Jason Buff that I am, it was impossible to pass by the notice that the well known publishing firm of Simon and Schuster is planning to distribute a line of soft cartridge games. Not only that, but these games have been written by well known sci-fi authors such as Robert Heinlein, Fred Saberhagen, Jerry Pournelle, Larry Niven, and Stephen A. Donaldson in name that a few. Among the various titles to be distributed, such as Wings Out of Shadow, by Saberhagen, Skunk, by John Chambers, and Savarick II, by Stephen Walter. There should be out soon.

Coming later in the year will be Angel Lane, by Donaldson, The Game of Empires, by Fred Anderson, Galaxy Road, by Heinlein, and Inferno, by Pournelle and Pournelle. The game series will start from \$24.95 to \$24.95 and will run on Apple, IBM, and Atari computers. I don't know about all of them, but I can tell you that Jerry Pournelle is quite a good programmer in addition to his other stuff, and that he has just quite a lot of effort into them. There should be quite an excellent series of games.

Time is so time. Till next week.

Bob Lee, Fairfield, California

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